Aedis Eclipse
Generation Of Chaos™
EVERYONE 10+
E
10+
CONTENT RATED BY
ESRB
NIS America

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

STORY

Long, long ago,
battles were waged with blade and spell.

The lush island of Aedis
was constantly submerged in bloodshed.

Eventually, this hatred and anger
gave birth to an entity known as Mugen,
which brought an end to all things.

Mugen's dark lightning scorched the land,
split the earth, and shattered the vessels of life.

The few survivors fled to an ancient relic,
the Otherworld Tower.
As they entered, some descended into the earth, while
others climbed to the heavens.

Some, however, still had faith in their land,
and remained in Aedis.

Thus has the legend of this world been passed down.

Now they call it a fairy tale, a mere child's fantasy.

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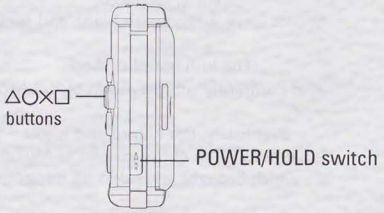
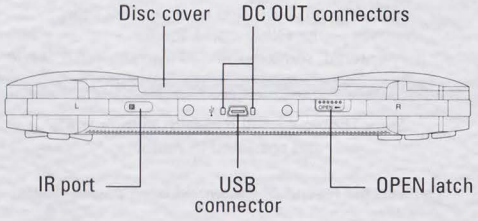
Setting Up

Right side view



Front side view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT (AEDIS ECLIPSE: Generation of Chaos™) disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

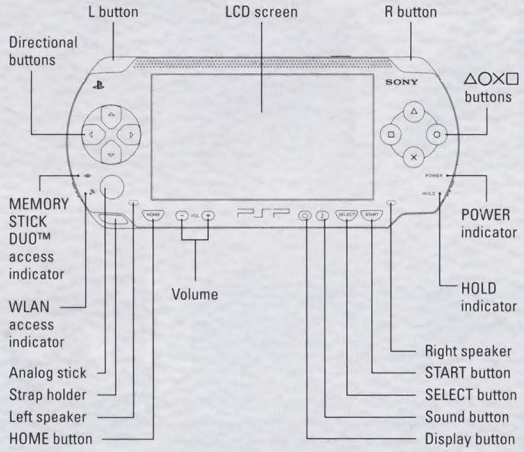
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Controls

PSP® (PlayStation®Portable) system configuration



CONTROL	WORLD	FIELD	BATTLE
Directional buttons	Select/Move Cursor	Select/Move Cursor Change Stat	Select
× button	Confirm	Confirm	Confirm
○ button	Cancel	Cancel	Cancel
□ button	Change move	Display Symbols	Not used
△ button	Not used	Display Status	Change Status
R button	Not used	Change Menu/ Move Camera	Move Camera
L button	Not used	Change Menu/ Move Camera	Move Camera
START button	Not used	Skip Movie	Display Status
SELECT button	Display Help	Display Help	Display Help
Analog stick	Move Cursor	Move Cursor	Move Cursor

World

Divine World

Galadia

The Otherworld Tower streaks through the earth, into the upper reaches of the sky. The world atop this tower is home to the truly divine angels and demons. The landscape is known to man only in his wildest dreams, and his worst nightmares.

Aedis

The true home of all creatures, great and small. When Mugen scorched the land, the survivors were forced to adapt; some used the Otherworld Tower to find new hope, while others remained to rebuild. The world grew verdant once more, and is now home to magic and mystery, to dragons, elves, and even werewolves...

Surface World

Lower World

Greckland

This world extends deep beneath the island of Aedis. It's a world born purely of human ingenuity; no elves, no demons, no magic or fantasy. Instead, cold steel rules the land. Trains and cars rumble through metallic towns, while guns and Cyber Suits settle world conflict.

Characters

Lower World: Greckland

◈Quinn◈

An overly energetic military school student who loves shiny new gadgets. He's obsessed with Cyber Suits, and his dream of someday owning one terrifies everyone he knows.

◈Gon◈

Quinn's best friend. His intelligence is matched only by his laziness. His know-it-all attitude gets him in almost as much trouble as Quinn does.

◈Keri◈

Quinn and Gon's school classmate.
She's the granddaughter of Alfred Kurtis, inventor of the Cyber Suit.
She's incredibly stuck up and her greatest pleasure is ripping on Gon.

◈Alice◈

A student at the Royal Academy, bound forever to her wheelchair. As if that weren't enough, she's cursed by the hero's blood that flows through her veins...

◈Mary◈

A Captain in the Zevans Police Force. She's tough as nails at work, but even the sappiest movie makes her weep like a baby.

Surface World: Aedis

◈Duo◈

A jaunty, seafaring buccaneer. His optimistic, light-hearted attitude makes him perfect for the role of the hero.

◈Herault◈

A travelling swordsman with a seething hatred toward Zemora. He is noble to a fault and must help those in need, no matter the danger.

◈Fiona◈

The sweet Princess of Zemora. When she lost her childhood friend, Raphelos, in the invasion 10 years ago, she also lost her smile and her sense of purpose.

◈Steiner◈

The bold Prince of Zemora, and Fiona's brother. Though his faith in his father has faltered, his duty as Prince forces him to raise his sword against the growing rebellion.

◈Allie◈

An elvish priest. Her actual name is Alicia, but she makes everyone call her Allie. Thanks to a strange curse, she's cheeky child by day and sultry damsel by night.

Divine World: Galadia

◈Rose◈

Queen of Heaven and descendent of the hero, Gefault. She has a leader's iron will, but she's never gotten over her lost love, Atrapollus.

◈Walther◈

Rose's younger brother and advisor. He uses a gun designed from ancient scripture. He has no mercy for the enemy, and his devotion to his sister is unparalleled.

◈Atrapollus◈

Prince of Hell and leader of its dark army. His stubborn attitude wins him many arguments by wearing down the opponent, but it also cost him his only love, Rose.

◈Grozen◈

A fallen angel in Atrapollus' employ. He first served the late King Atranis and acted as teacher and mentor for the young Prince Atrapollus.

◈Calamity◈

A mysterious Demon Lord serving as a Hellion commander. He is a brilliant tactician, and shows no mercy to even women or children once he deems them his enemy.

Beginning the Game

Start Game

Insert the UMD for Aedis Eclipse™. After the opening movie, the title screen will be displayed. Select [New Game] to start the game from the beginning, and [Continue] to load previously saved data.

Continue

Select [Continue] to display previously saved data. Select the file you would like to load and press the ✕ button. Make sure you have the proper memory stick to load the data.

Option

You can configure different settings in the Option Menu.

- **Skill Narration.....**Select whether to hear skill narrations during battle.
- **Report.....**Turn news reports On or Off.
- **Field Skill.....**Turn the Field Map actions On or Off.
- **Dialogue.....**Turn dialogue display On or Off.
- **Volume.....**Control volume settings.
- **Voice.....**Select whether audio is spoken in English or Japanese.

Game Flow

- **Move · Manage · Battle**

On the Field Map, you can move your units (Captains), terraform the land, and deal with your Jurisdiction area to progress through the game.

Commands

Field Map

Main Commands

- **Order.....**Send orders to Captains and bases.
- **Shop.....** Buy and sell items at the shop.
- **List.....** View information about your units.

  Captain :Check dispatch and partner status.
  :Give orders from the list.

  Prisoner :View current enemy prisoners.
  :Decide what to do with them at a base.

  Type :List soldiers you have encountered.
  :View info on the soldiers you currently have.

  Hold :View Captains waiting for an order.

- **Victory....** Check the conditions to clear the map.
- **Options...** Configure settings and options.
- **Save..... Save & Load** Save current game or load other data. Make sure you have a Memory Stick Duo or Memory Stick Pro Duo inserted before attempting to load a save file. DO NOT remove the Memory Stick Duo or Memory Stick Pro Duo, or power off the system while saving or loading.

  Return :Return to title screen.

- **End.....** End your turn.

Unit Commands

- **Move.....** Move the Captains around the map.
  ✣ Same as Dispatch for Base Commands.
- **Skill.....**Use skills.
  ✣ Only certain skills may be used.
- **Item.....**Use items.
  ✣ Only certain items may be used.
- **Stats.....**Check the Captain's abilities.

Base Commands

Dispatch..... Move captains to the Battle Map.

✣ Movement depends on Class.
✣ If there is a port, you can move between bases.

Equipment.. Change the Captain's equipment.

Terraform... Change the land's element.

✣ Terraform unformed land to move through.

Search..... Search bases to discover new items or characters.

Prisoner..... Decide how to treat your prisoner.

- **Stats** : Check their abilities.
- **Persuade** : Persuade the prisoner to join you.
- **Release** : Release the prisoner.
- **Execute** : Execute the prisoner.

Status..... Check abilities. ✣ Only on a base.

Defend..... Change the Defender.

Construct.... Construct special buildings. ✣ Only on open land.

- **Road** : Turn back to open land.
- **Recruiter** : Recruit soldiers and recover a little HP. Will not recover if Diseased.
- **Hospital** : HP, SP, Ailments, Negative Conditions, and Morale will recover. Will also recruit a few soldiers.
- **Graveyard** : Stopping here will infect you with Disease and Poison. You will also enter battle.
- **Altar** : Battle within this area will change to the same element as the altar.
- **Windmill** : Decreases movement.
- **Power Pyramid** : Attack and Defense are increased during battle.
- **Magic Pyramid** : Intelligence and Psyche are increased during battle.
- **Power Circle** : All physical Skills are nullified.
- **Magic Circle** : All magical Skills are nullified.
- **Holy Land** : All instant death effects are nullified.

Enemy Base & Captain Commands

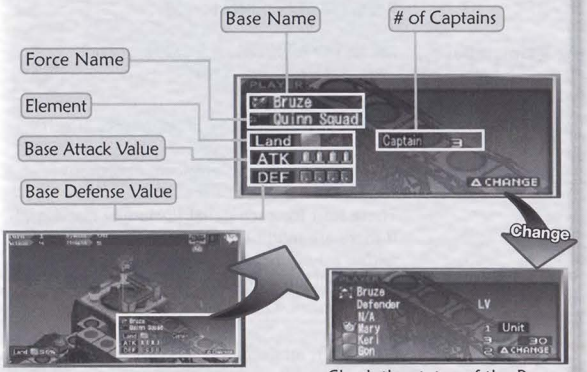
Status..... Check stats.

Prisoner..... Check the status of prisoners.

Display

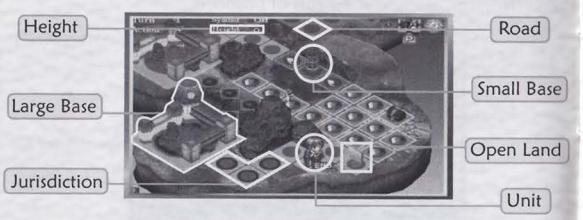
Base Status Screen

Move the cursor to the base to see its status.



Check the status of the Base Defender.

Field Map



Road ..... Up to four Captains can stay on one panel. When two or more Captains are on one panel, the unit turns into a tent. HP and SP will slightly recover within your own forces' territory (black circles will appear on the panel).

Unit ..... Captains moving around the field. Enemy Captain units are in capes.

✣ Some unique units may not have capes.

Large Base ..... HP and SP will recover the most here. Ailments and Negative Conditions will be cured. Recruit many soldiers here.

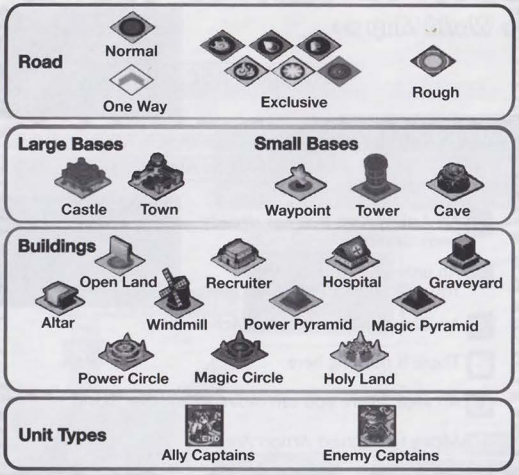
Small Base ..... HP and SP will recover a good amount. Recruit a few soldiers here.

Open Land .... Construct buildings to obtain various effects.

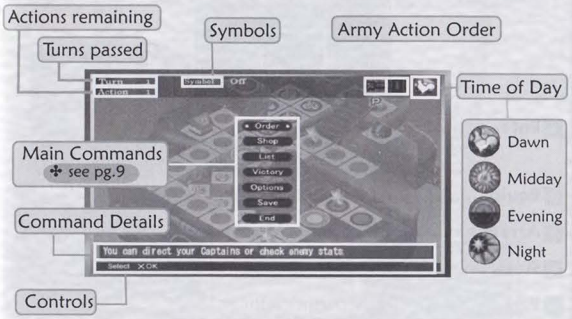
Jurisdiction ... Area where you can Terraform and change elemental attributes of the land. These exist for each panel (including open land). If there are multiple areas of the same element within a Jurisdiction, it is considered a chain, which will affect the soldiers' HP in battle. You can have a max of 5 chains.

Height ..... This affects all Captains' mobility. The height difference between the current panel and destination must be less than a Captain's Jump value for that Captain to move there.

✣ Jump: see pg.22



Field Map Display



Time of Day :This affects the stats of Captains and Soldiers. Changes from Dawn→Midday→Evening→Night each new turn.

Army Action Order : Player's Forces Force in Action

Turns Passed :Number of turns that have already passed.

Actions Remaining :The number of actions the force can take. Some commands may use these action points. In this case, you cannot perform the action if you do not have enough points.

✣ The Move (Dispatch)/Skills/Items commands will use an action point.

World Map

Reading the Map

- An Action Area that has already been cleared.
- An unfinished Action Area. You will enter a Field Map here.
- An event will occur in this Action Area.
- There is nothing here.
- An area where you can move to another world.

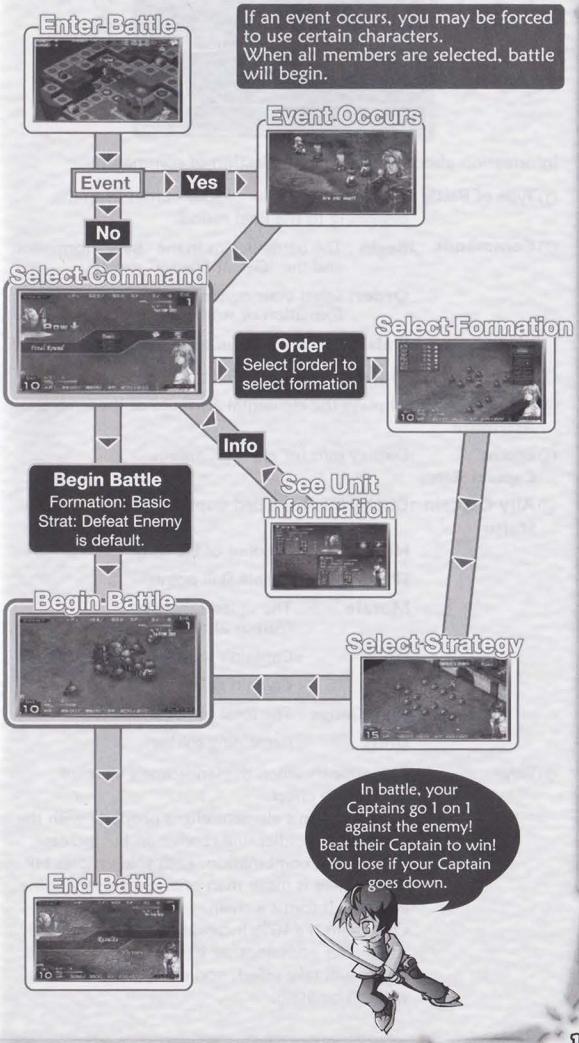
NEXT Move to the next Action Area.

Main Commands

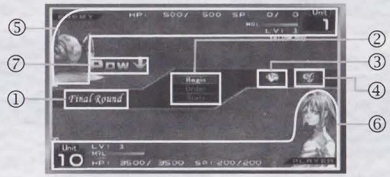
- **Enter.....** Enter the Field Map.
  - ✣ Caution: Once you enter the Field, you cannot return to the World Map.
- **Equip.....** Change the Captain's equipment.
- **Arrange.....** Register your Top Members.
- **Stats.....** Check Status.
- **Partner.....** Configure partner settings.
  - ✣ A partner will fight with you in battle.
- **Class.....** Change a Captain's class with a Class Change item.
  - ✣ Some characters cannot change classes.
- **Shop.....** Buy and sell items.
- **EXP.....** Distribute the bonus EXP that you've gained in battle.
- **Option.....** Settings.
- **Save.....** Save & Load : Save current game or load other data.
  Return : Return to Title Screen.
  - ✣ About Save → see pg. 9

Battle

Battle Flow on the Field Map


Enter Battle
If an event occurs, you may be forced to use certain characters.
When all members are selected, battle will begin.
Event Occurs
Event
Yes
No
Select Command
Order
Select [order] to select formation
Select Formation
Info
See Unit Information
Begin Battle
Formation: Basic
Strat: Defeat Enemy is default.
Begin Battle
Select Strategy
End Battle
In battle, your Captains go 1 on 1 against the enemy! Beat their Captain to win! You lose if your Captain goes down.

Battle Screen



Information about the battle and selection of commands:

① **Type of Battle** :There can be a max of four battles from the beginning to the final round.

② **Commands** :**Begin** ; The battle begins in the "Basic" formation and the "Defeat Enemy" strategy.

Order; Select your own options to change the formation or strategy.

Stats ; Check the status and info about the squad.

③ **Time** :Displays the time of day.

④ **Land Attribute** :Displays the elemental attribute of the landcape.

⑤ **Enemy Captain Status** :Display info for enemy Captain.

⑥ **Ally Captain Status** :Display info for allied Captain.

HP : Amount of life

SP : Usable Skill points

Morale : The squad's morale (Affects attack and defense power)

LV : Captain's level

Class : Captain's class

Blue Gauge : The total HP of all soldiers

Units : Remaining soldiers

⑦ **Pow** :This appears when the landscape's element comes into effect.
If the Captain's element aligns properly with the effect, each soldier will receive an HP increase.
If it is a bad combination, each soldier loses HP.
When there is more than one panel of the same element, it forms a chain.
One chain is a 10% increase/decrease, and each chain after adds another 10%.Up to a max of 5 chains will take effect, and everything after that will still be 50%.

PLACE
STAMP
HERE

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yer Rd. Suite 270
a, CA 92705

Begin Battle

Press the ✕ button to display commands.

Commands during battle

You will begin the battle with the formation and strategy you have chosen.

Move : Redirect your troops and Captain.

Strat : Switch to another strategy.

Item : Use an item. ✣ There are some items that may break when used.

Skill : Use a skill. ✣ You can use a partner's skill, but the main Captain's SP will be consumed.

Squad Structure

Captain : The leader of the squad. When defeated, your unit loses.

Front : Soldiers placed on the Front Line.

Rear : Soldiers placed in the Rear Guard.

Partner : A partner that will fight alongside the Captain.

About Strategies

Strategies determine how your troops act in battle.

Attack : Assault the enemy full-force.

Wait : Wait at a chosen spot.

Run : Retreat from battle.

Charge : Attempt to break through the enemy lines.

✣ Not all strategies can be used for all locations.

The strategy can be sent in this order:
Captain ⇨ Front Line ⇨ Rear Guard ⇨ Partner

About Formations

Formations affect the positioning and stats of each unit.
For example, [Basic] will not change attack or defense, but [Offensive] will increase attack power, and lower defense.
On the other hand, for [Defensive], attack power will decrease but defense will go up.
Stats can change like this depending on the formation, so make sure you choose carefully.
Consider your situation, opponent, and the element of the landscape.
Also, there are some Captains that may have special formations.
▲ Represents an increase. ▼ Represents a decrease.

Basic : No stat changes in this formation.

Close : The soldiers will crowd into one area.

Surround : Soldiers will surround an inner group.

Central : Soldiers will move with the Captain in the center.

Offensive : A formation geared for attacking.

Defensive : A formation geared for defending.

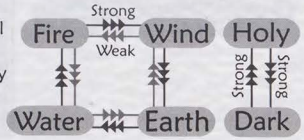
Aggressive : A formation for pure attack, with almost no defense.

Custom

Create your own custom [Basic] formation. You can customize each unit to make your desired formation. But since it's the Basic formation, no stats are altered.
After customization, selecting the Basic formation will always appear as this custom creation.

Elements

Each Captain has an elemental attribute. Depending on the match-up, these attributes may be stronger or weaker.
When strong, the damage from attacks is greater.
Damage is decreased when it is weak.
The soldiers' HP is also affected.



✣ Effects and Chains will not affect non-elemental areas.

About Attack Types

There are two types of attacks: Physical and Magical.
You can check this with the Stats command. ✣ See pg. 23
Attack and Defense stats affect the Physical type, while Intelligence and Psyche affect the Magical type.

About Resistance

Some accessories will have one or more resistances attached to them. Resistance can even nullify status ailments from skills that have these effects.

About the Landscape

Other than the normal landscape, there are One Way, Rough, and Exclusive landscapes. These lands have attributes which will affect movement and battle on the field.

One Way : You can only move in the direction of the arrow.

Rough : Develop the land to move over it.

Exclusive : Only Captains of that element can move over it.

About the Time of Day

One day is divided into Dawn, Midday, Evening, and Night.
This will affect the Captain and soldiers' stats. They will be stronger in their favorite time of day, but weaker during another time of day. Also, there are some who may change appearance between day and night. Dawn and Evening will generally have normal stats.

About Skills

Each Captain can have up to 6 skills.
Skills can be bought in stores. You will not be able to change skills that you have from the beginning of the game.
Skills can be used by consuming SP.

Items

Each Captain can hold and use items.
Some items may disappear after use.

Battle Results

Here are the possible results of battle.

Victory : You defeated the enemy.
Defeat : The enemy defeated you.
Broke through : You've broken through enemy lines.
Retreated : You've retreated.
Defended : You've died, but stopped the enemy.

✣ If you Defended, the enemy will not occupy the panel from that fight.

Common Battle

A battle fought on a normal road or open space.
Defeat the enemy Captain to gain victory.
There may be more than one battle depending on how many Captains are in the area.

Outer Castle Wall Battle

These are the 1st, 2nd, and semi-final battles for Large and Small Bases.
Defeat the enemy Captain to gain victory.
The Defense stat will decide how many troops will be dispatched.

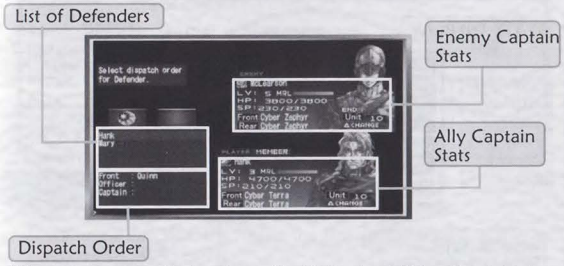
Castle Wall Battle

This is final round of battles fought on the base.
Defeat the enemy Captain to gain victory.

Snipers

On the final round of battles on a base, there will be Snipers.
The Attack stat of the base will decide what kind of soldiers these will be. They will assist the defending line.

Dispatch Defender



When an enemy attacks a base, the Defender will be dispatched.
The possible number of Defenders depends on the base's Defense.
If the base has no Defender assigned, it will be surrendered automatically.

✣ Enlist Defenders through Base Commands → Defend (See pg. 10, 25)

- **Defender List**

  Captains who are enlisted to defend the base.

- **Dispatch Order**

  Select the order of the Defenders to dispatch from each base.

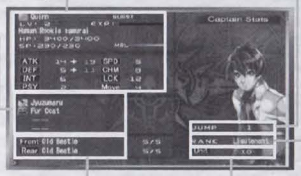
Chain Battle

The number of Defenders that can be dispatched depends on the Defense stat, but if there are multiple Defenders, there may be chain battles. If there is a chain battle, the base will not be taken over unless all Defenders are defeated.
On the other hand, if you attack a base, you must defeat all the Defenders to take over the base.

✣ If you get a Game Over during a chain battle and you decide to continue, you will restart at the area where you began the chain battle.

Go to the Status Screen from Main Commands ➡ Stats.
You can switch through the Status Screen with the directional pad.

Status Screen 1



Stats Display

Attribute	: The character's elemental attribute.
Name	: The character's name.
LV	: The character's level.
Kind	: Species type.
Class	: Job class (weapon equip varies by class).
HP	: Hit Points
SP	: Skill Points (needed to use skills).
EXP	: Experience Points (gain a certain amount to level up).
Morale	: Morale of your soldiers (affects battle).
Attack	: Affects physical attack power.
Defense	: Affects physical defense power.
Intelligence	: Affects magical attack power.
Psyche	: Affects magical defense power.
Speed	: Affects speed in battle.
Charm	: Affects persuasiveness to prisoners.
Luck	: Affects chances of getting treasure.
Movement	: Affects movement of Captain (on Field Map only).

Status Screen 2

Skills 1~6

A list of available skills.

Skill Stats

Target	: Type of soldier weak to skill.		
Required SP	: Amount of SP required to use.		
Distance	: Usable distance and height.	**Usable Weapons**	
Range	: Range of effect and height.	**Type**	: Physical or Magical.
Field	: If it is usable on the Field Map.	**Target**	: Target subject to skill.
Battle	: If it is usable in battle.	**Effect**	: Effect of the skill.

Attribute LV

Skills are affected by your attribute LV.
If you use a Fire skill, the higher the Fire attribute LV, and the more damage you can do.
The attribute LV will increase the more often you use that skill.

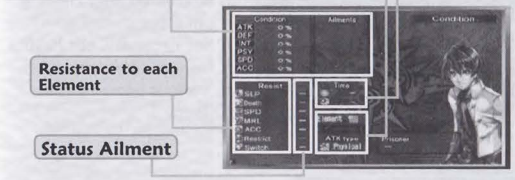
Status Screen 3

Status Conditions

Attack	: Affects physical attack power.
Defense	: Affects physical defense power.
Intelligence	: Affects magical attack power.
Psyche	: Affects magical defense power.
Speed	: Affects the speed in battle.
Accuracy	: Affects accuracy of attacks.

Attribute
Displays the Captain's attribute.
Attack Type: Shows type of attack.
✣ See pg. 18

Prisoner: Shows if you have any prisoners.



Resistance

Sleep	: Fall asleep for a period of time.
Death	: One hit means instant death.
Speed	: Slows down movement.
Morale	: Affects attack and defense.
Accuracy	: Affects the accuracy of attacks.
Skill Limit	: You will not be able to use skills.
Reversal	: Attack type will be flipped.

Status Ailments

Sleep	: Fall asleep for a period of time.
Skill Limit	: You will not be able to use Skills.
Reversal	: Attack type will be flipped.
Disease	: Number of soldiers will decrease.
Poison	: HP will decrease.

Time Change

Only Midday and Night are affected by Time.
There is no change during Dawn and Evening.

△ shows increase
▽ shows decrease

Status Screen 4

Soldier stats are displayed here.

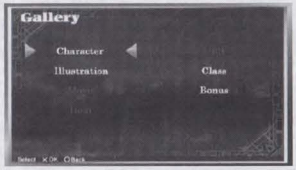
Status Screen 5

Partner stats are displayed here.

Clear Data

Clear Data is a save file that can be created after clearing the game once.
It is not necessary, but having this file will allow you to unlock various bonuses in your next game.

Gallery



The Gallery allows you to see illustrations unlocked during the game.
The more you progress, the more images become available to you.
You can view these by selecting Gallery at the title screen.
This becomes available when you have cleared the game once.

✣ At least 672 KB memory is required to save.

Important Points

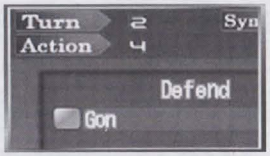
Defender

Defenders are Captains who are placed on a base to defend it. Even if you have many Captains in the base, if there is no Defender, the enemy can easily capture it.

① Bases will be automatically taken by the enemy if there is no Defender.
② If there is a Defender, you have the chance to fight back when they attack.
③ You can enlist up to four Defenders by selecting [Defend] from the Base Menu.
④ Defenders will automatically be enlisted when they enter a base.
⑤ If a normal Captain is waiting inside the HQ, but there is no Defender, the HQ will be unconditionally surrendered to the enemy, which results in a Game Over. Remember to always have a Defender enlisted.

Restrictions

Restrictions refer to the number of actions that can be taken in one turn. There are usually 5 Action Points for 1 turn, and when you run out, you will not be able to take anymore actions that require Action Points.



① There are 5 Action Points.
② Actions that require these points are [Move/Dispatch], [Item], and [Skill].

Game Over

If you meet the conditions for defeat on the field, it's Game Over. Usually, this means the defeat of your main Captain, or the fall of your HQ. But depending on the map, there may be other special conditions.

If you select Continue after a Game Over, you will go back to the World Map where you first entered the Area.

Prisoner Treatment

You can take prisoners by defeating enemies in battle. But there are some Captains who you cannot take prisoner, depending on the storyline. A Captain can only take one prisoner. When the Captain reaches a base, the prisoner will be sent to the prison in the base. There can only be three prisoners in one base at one time. You can always decide treatment for the prisoners kept in the prison.

① Moving Captains can hold 1 prisoner.

② There is a max of 3 prisoners per base.

③ Prisoners can be taken from battles.

④ Prisoners are easier to persuade when you're in the same base.

Status Conditions

Status changes from skills and items will slowly return to normal at the beginning of each player turn.
For example, if you receive a Status Ailment of [-30% Attack], it will recover to [-20%] on your next turn. Conditions such as [+30% Attack] will also be reduced to [+20%].

Treasure Chests

Sometimes you will see treasure chests on the field. You must get to it before the enemy, or else it will disappear.
Treasure chests will not appear during a battle, but will come up as loot after winning.

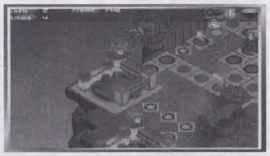
Explore

After taking over a base, you will be able to explore it. This command sends a Captain to investigate the base. The Captain who goes in may find items, or run into various events.

Partners & Summons

Partners are comrades who will fight alongside the Captain. In battle, it's a combination of a Captain and soldiers, but you can enlist partners to support you in battle.
Even if they die, they can revive themselves and be ready for the next battle. You can also use items to summon beasts. They are temporary allies who will fight with you until they die.

Terraform Effects



The greatest effect the landscape has on your units is the boost or drop of soldiers' HP.
By selecting Terraform from the Base Menu, you can change the landscape of the area. When you do this, if there is more than one area within your Jurisdiction with the same element, a chain will form.
You can give your own forces an advantage by Terraforming land to match your Captains' attribute. There is a development range for each base, so taking the bases through battle is key to winning.

✣ See pg. 10, 12, 16

Dispatch Selection

When entering the Field Map from the World Map, you can select the Captains to be dispatched into that field. If you have enlisted Top Members, they will be included in the dispatch team.

Each field may have a different maximum dispatch limit, and some may require certain Captains to be dispatched. Be careful, since once you go into a field, you will not be able to come back out.

Clearing the Area

After clearing the Field Map, you may obtain bonus items.

✣ See pg. 28

About Bonuses

Acquiring Money

You will receive money depending on the number and value of the bases you've gained.

Acquiring Items

You may obtain rare or valuable items after battle.

Acquiring Soldiers

You may gain new soldier types to add to your army.

Acquiring EXP

You may gain extra EXP.
You can distribute EXP with the EXP command on the World Map.

LV Up for Captains

When you defeat enemies, your Captain will gain experience points, and may level up. When they do, their stats will increase. You can also use the EXP command on the World Map to distribute bonus EXP and level up your Captains.

LV Up for Elemental Attributes

By using skills repeatedly, Captains gain experience points that allow the attribute to level up. The highter the attribute LV, the stronger the damage.
If the attribute LV is 0, you cannot equip skills of that element.

Rank Up

By defeating more enemies, you will gain more Rank experience points, which will allow you to Rank Up. Depending on the rank, you can have more soldiers to fight with you. The higher the rank, the more soldiers you can have.

Icons

Fire Element

Water Element

Earth Element

Wind Element

Holy Element

Dark Element

Weapon Skill

Midday

Night

HQ

Castle

Town

Way-point

Tower

Cave

Partner

Enlisted Partner

Up

Down

Sword

Katana

Spear

Bow

Staff

Axe

Gun

Laser

Cannon

Grenade

Stone

Claw

Clothes

Robe

Armor

Accessory

Item

Enchantment

Physical Type

Magic Type

Human

Dragon

Beast

Undead

Demon

New Shop items

Skill and Item Effects

HP Change : Increase or decrease in HP.

Attack Change : Physical attack power is changed.

Defense Change : Physical defense power is changed.

Intelligence Change : Magical attack power is changed.

Psyche Change : Magical defense power is changed.

Speed Change : Movement speed is changed.

Accuracy Change : Accuracy of attack is changed.

Morale Change : Unit morale is changed. (Higher morale makes battle easier.)

Revive : Resurrect soldiers who have died.

Damage : Do damage to the enemy.

Death : Instant death. (Only affects one soldier in the unit.)

Skill Limit : Affected Captain cannot use their skills.

Reversal : The type of attack is switched.
✣ About types see pg.19

Sleep : Has a Sleep effect.

Heal Ailments : Status Ailments are cured.

SP Change : Increase or decrease in SP.

Landscape Change : Changes the landscape.

Time Change : Changes the time.

Unit Switch : Changes the type of soldiers.

Summon : Summons a beast.

Class Change : Can change the class of a Captain.
✣ Some Captains cannot change class.

Escape : Escape from battle, or move bases on the field.

Unit Change : Increase or decrease the number of soldiers.

Effect Nullified : Nullifies the elemental effects.

Poison : Has a Poisonous effect.

Disease : Has a Disease effect.

Credits

AEDIS ECLIPSE ~GENERATION OF CHAOS™~ (English Version)

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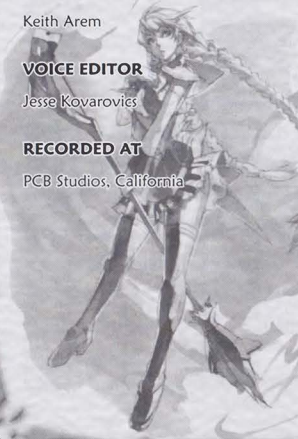

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Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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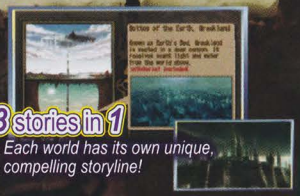

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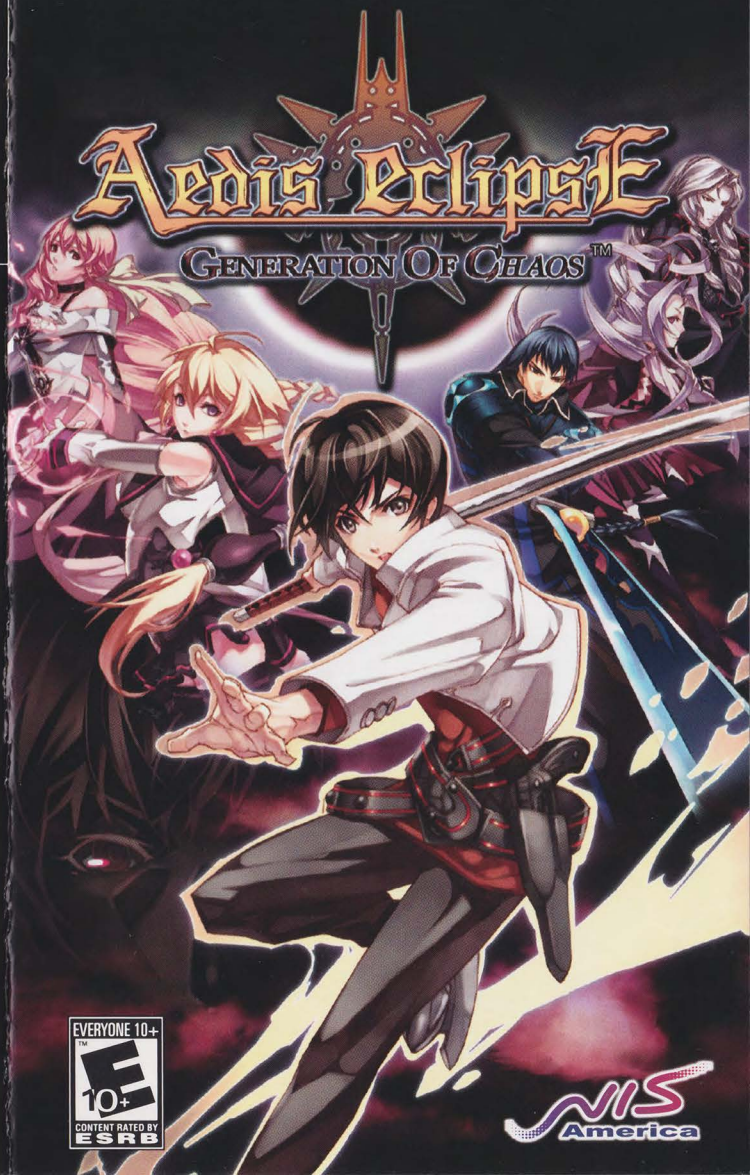

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